# EVOLUTION SNOWBOARDING™

TEEN
T
CONTENT RATED BY ESRB

KONAMI®

## WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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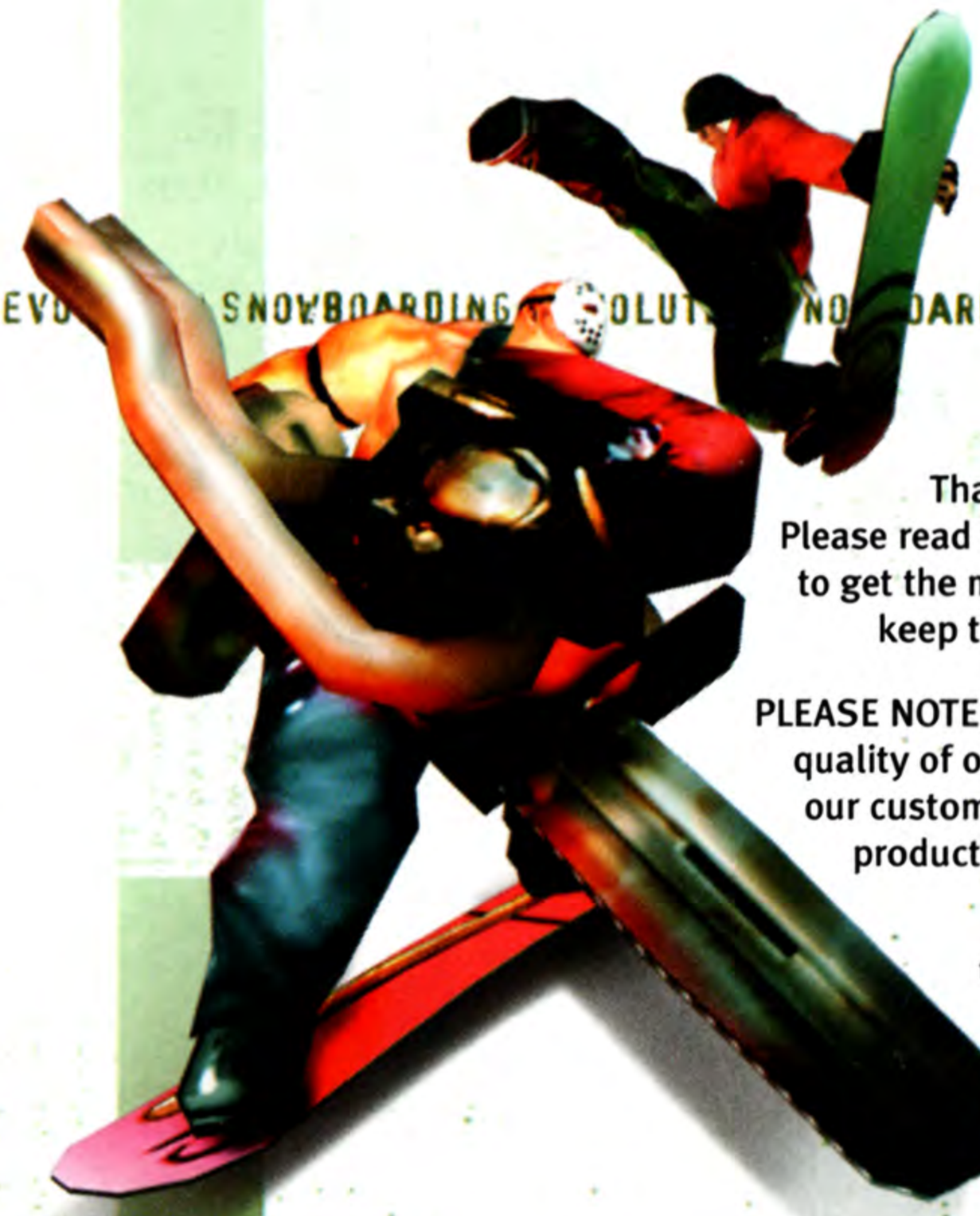

EVOLUTION SNOWBOARDING > EVOLUTION SNOWBOARDING > EVOLUTION SNOWBOARDING > EVOLUTION SNOWBOARDING

Thank you for purchasing **EVOLUTION SNOWBOARDING™.** Please read this manual before starting play. Doing so will allow you to get the most out of your gaming experience. Additionally, please keep this manual in a safe place, as Konami will not reissue it.

PLEASE NOTE: At Konami, we are continuously striving to improve the quality of our products to make them safer and more enjoyable for our customers. As a result, there may be slight differences among products of the same type, depending on the date of purchase.


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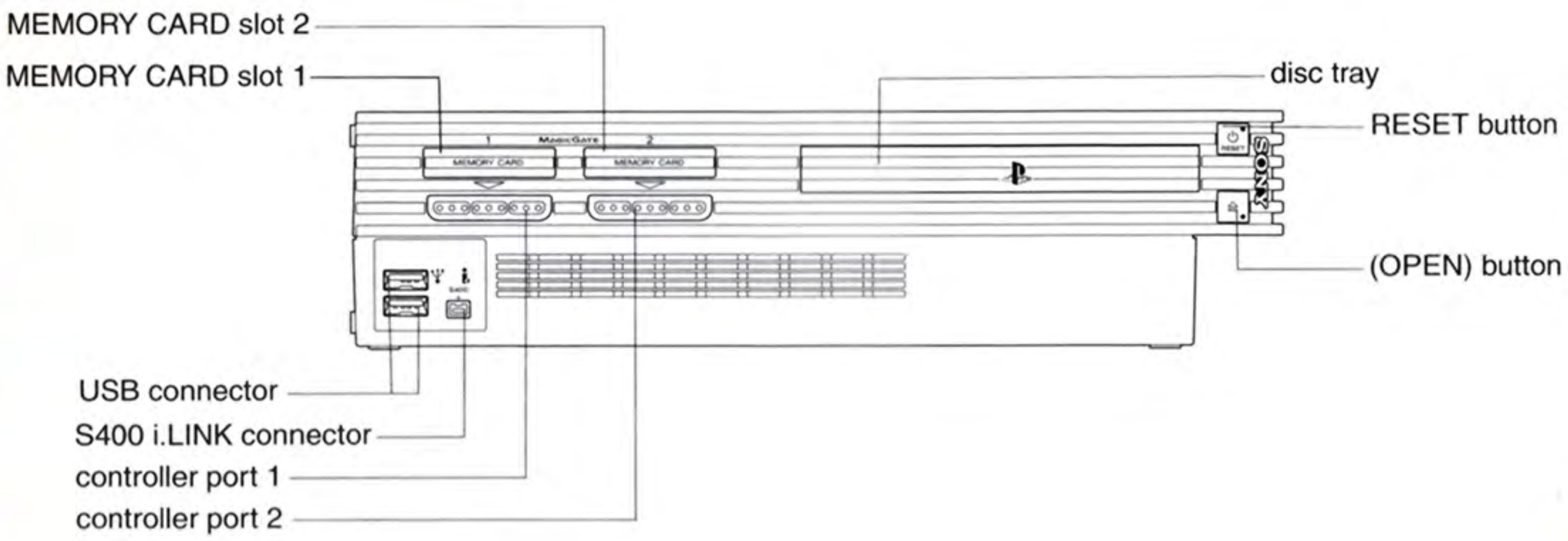
# GETTING STARTED




Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **EVOLUTION SNOWBOARDING™.** disc on the disc tray with the labeled side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

## MEMORY CARDS

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same card, or from any memory card containing previously saved games.

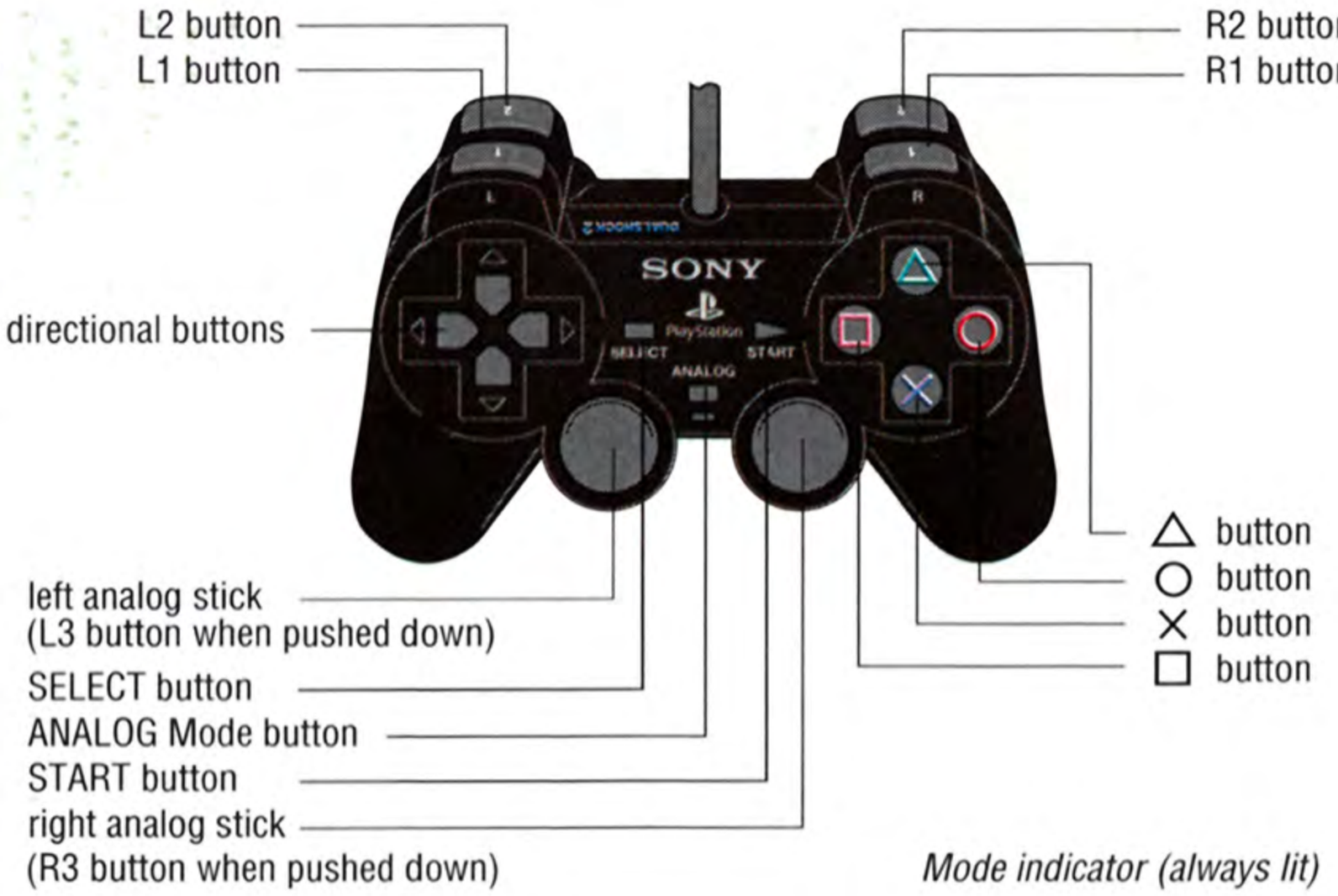
At least 100Kb of free space must be available on the memory card in order to save game data. If there is not 100Kb of free space available, then some older game data must erased before saving.

Do not remove the memory card or turn off the power on the PlayStation®2 while data is being saved or loaded. Your game data may be lost if you do.

For more information, see “Saving & Loading Game Data” on page 15.

# CONTROLLER

## DUALSHOCK®2 analog controller Configuration




**This game is compatible with both the DUALSHOCK®2 analog controller and DUALSHOCK® analog controller. For solo play, connect to controller port 1. For dual player play, connect to controller ports 1 and 2.**

DUALSHOCK®2 analog controller

- **Set Vibration to ON enable a vibration effect that corresponds to the boarder movements.**
- **When using the DUALSHOCK®2 analog controller and DUALSHOCK® analog controller, the mode indicator LED is constantly lit.**

# YEAR 20XX:

EARTH IS PLAGUED BY AN INEXPLICABLE AND LETHAL CHANGE IN CLIMATE. SWELTERING HEAT MELTS THE ICE IN POLAR REGIONS, WHILE VIOLENT SNOWSTORMS WHIP THROUGH TROPICAL ZONES.

SOMETHING MUST BE DONE BEFORE IT IS TOO LATE.

STRANGE CREATURES APPEAR BEFORE THE FRIGHTENED INHABITANTS OF EARTH, RIPPING THROUGH THE FROZEN STREETS, WREAKING HAVOC AND LEAVING DESTRUCTION IN THEIR WAKE...

THEY ARE "BOARDROIDS". THUS BEGINS THEIR REIGN OF TERROR. DEAD LAND PETRIFIED IN PERMANENT FROST. YOU AWAKEN IN A CREVASSE BLANKETED BY SNOW. IT IS A STRANGE WORLD, ALL MECHANICAL HUMMING AND SPURTS OF STEAM. YOU HAVE NO IDEA HOW YOU GOT THERE.

"RUN." SOMEBODY IS TALKING TO YOU.

"YOU CAN STILL MAKE IT. GO NOW!"

THE VOICE JOLTS YOU TO YOUR FEET.

"THE ESCAPE ROUTE'S BEEN CLEARED. THE REST IS UP TO YOU."

YOU START TO RUN...

## OBJECTIVE

YOU ARE THE MAIN CHARACTER IN THE GAME. YOU RECEIVE AN E-MAIL. IN IT, THERE ARE INSTRUCTIONS TO GO TO A SKI RESORT THAT HAS BEEN INVADED BY EVIL FORCES. YOU MUST CLEAR THE MISSIONS PRESENTED TO YOU IN ORDER TO RECLAIM THE TERRITORY.
THE MISSION HAS BEEN ACCOMPLISHED FOR A GIVEN AREA WHEN THE "BOSS" OF THAT TERRITORY HAS BEEN DEFEATED. AS A RESULT, THE SLOPES RETURN TO THEIR PREVIOUS STATE, AND THE PRO BOARDERS ARE BROUGHT TOGETHER AGAIN (AND FIGHT TOGETHER FROM THAT POINT FORTH). YOUR ULTIMATE GOAL IS TO WIN BACK ALL 8 AREAS THAT HAVE BEEN TAKEN OVER BY THE ENEMY.

# GAME CONTROLS

## MENU OPERATION

Operation for all menu screens is the same.

**Left analog stick/directional button:** Select items; move cursor

**◯ button, ✕ button:** Enter selection; proceed to next screen

**△ button, □ button:** Cancel; back to previous screen

## GENERAL GAME PLAY

# GAME MODES

## EVOLUTION MODE

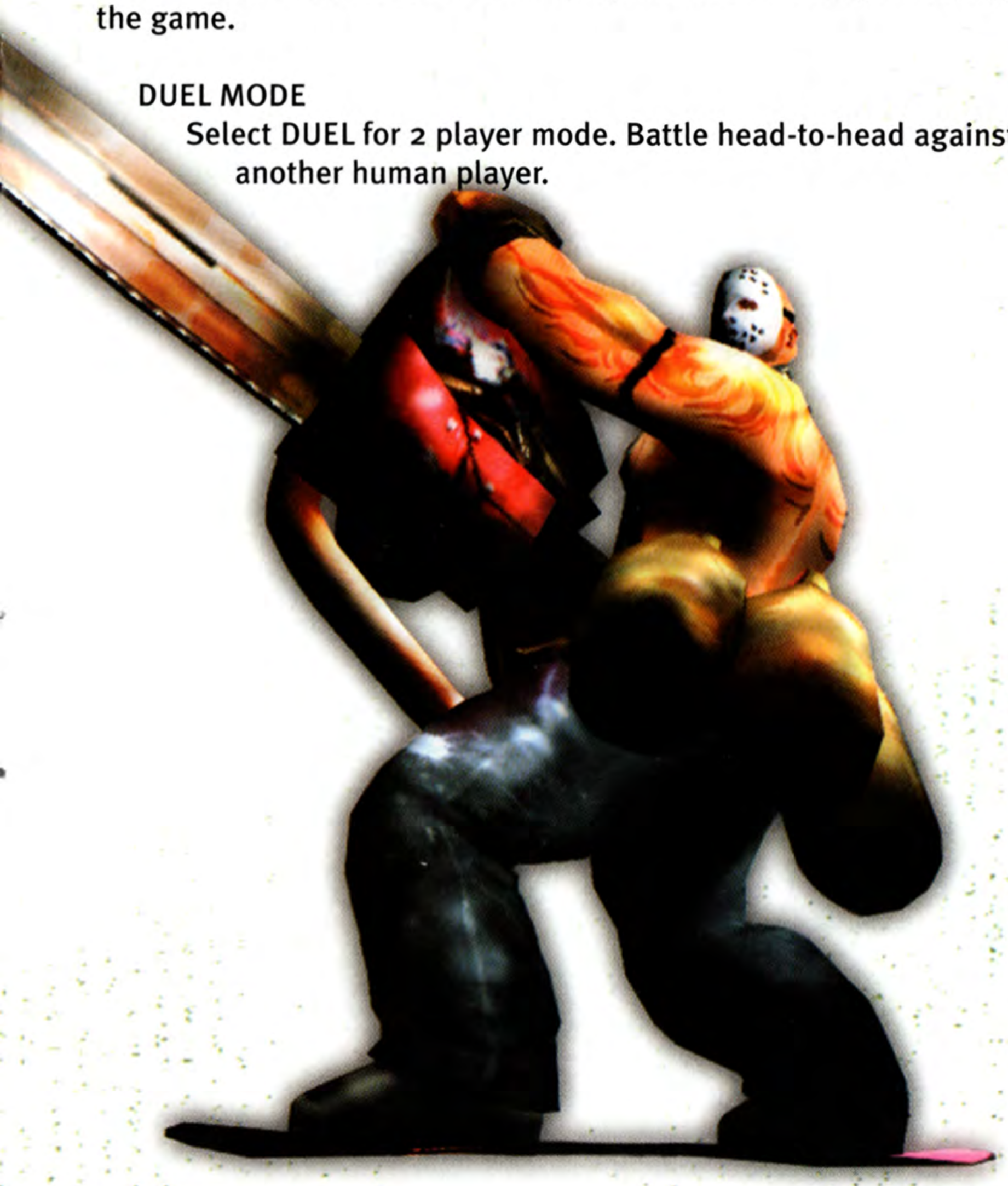
Select EVOLUTION MODE from the Top Menu. Then Select NEW for first-time play, or for creating a new player. If there is saved data from a previous play session, press CONTINUE to pick up where you left off. Set preferences for NAME, BODY TYPE, and REGULAR/GOOFY. BODY TYPE selection will influence how the character learns. Press OK to begin.

## QUICK MODE

Embark on a Mission without going through all the initial settings. The number of available Missions depends on how far you have gotten in the game.

## DUEL MODE

Select DUEL for 2 player mode. Battle head-to-head against another human player.



# MAIN MENU

**MISSIONS** Select level

**RIDERS** Select game character

**SETTINGS** Set character preferences

**EDIT STATS** Use points to strengthen characters *EDIT STATS p. 12*

**TUTORIALS** Learn basic operation

**PROFILES** Check out profiles of riders in the game

**CATALOG** Check out gear specs

**VIDEOS** View acquired footage

**OPTIONS** Change various settings *OPTIONS p. 14*

**SAVE** Save game data *SAVE p. 15*

# THE GAME SCREEN

**TIME LIMIT**
THE MISSION MUST BE COMPLETED BEFORE TIME RUNS OUT.

**POINTS**
POINTS EARNED DURING PLAY.

**ENEMY STAMINA**
THE ENEMY IS DEFEATED WHEN THE GAUGE READS 0,

**STAMINA**
IF YOUR HEALTH REACHES 0, YOU WILL FAIL THE MISSION.

**BOOST**
BOOST AMOUNT AVAILABLE DEPENDING ON THE GAUGE LEVELS.

# OPERATION

## BASIC MOVES

| | |
|---|---|
| **Turn** | left analog stick |
| **Slight Acceleration** | left analog stick ⬆ |
| **Brake** | left analog stick ⬇ |
| **Ollie (Jump)** | Press and release ⊗ button |
| **Switch** | Press △ button twice |
| **Lock on to rail** | Hold down △ button; balance with left analog stick |
| **Slide left and right (parallel movement)** | L2 / R2 buttons |
| **Charge up for Boost (release for Boost)** | R1 button |

## COMBAT MOVES

| | |
|---|---|
| **Punch/Use weapon** | ○ button |
| **Grab** | ○ button (Hold down); release to throw |
| **Straight Kick** | □ button |
| **Special Punch** | left analog stick ⬇/⬆(hold) + ○ button |
| **Special Kick** | left analog stick ⬇/⬆(hold) + □ button |

## TRICKS

| | |
|---|---|
| **Flat Spin** | left analog stick ⬅/➡ + Ollie |
| **Flip** | left analog stick ⬆/⬇ + Ollie |
| **3D Spin** | left analog stick ↖/↗/↙/↘ + Ollie |

## GRABS

| | |
|---|---|
| **Indy** | R1 button |
| **Melanchollie** | L1 button |
| **Tail grab** | R2 button |
| **Method** | L2 button |
| **Mute** | R1 button + R2 button |
| **Stale fish** | L1 button + L2 button |
| **Nose grab** | L1 button + R1 button |
| **One foot** | L2 button + R1 button<br>(L1 button + R2 button) |
| **Japan Air** | L2 button + R2 button |

*It is possible to attack the enemy with the spinning board during a spin trick.*

## WEAPONS

Pick up weapons and use them with the ◉ button. Weapons may only be used in the areas in which they were found. Crashing or taking on damage causes you to lose the weapon you're currently equipped with.

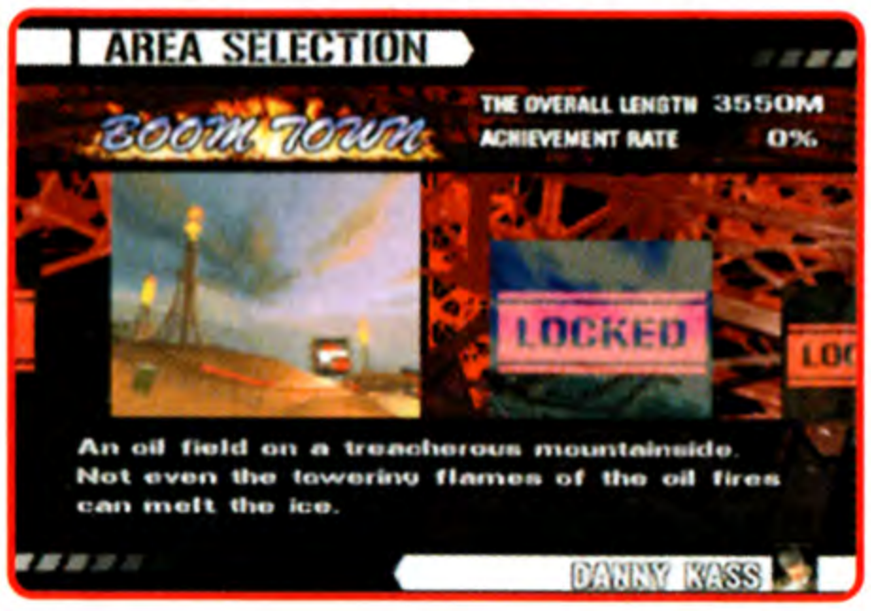
**WEAPONS INCLUDE:**

**Club**

**Chain**

*Other weapons are also available.*

## AREAS & MISSIONS


AREA SELECTION
BOOM TOWN
THE OVERALL LENGTH 3550M
ACHIEVEMENT RATE 0%
LOCKED
An oil field on a treacherous mountainside. Not even the towering flames of the oil fires can melt the ice.
DANNY KASS

There are 10 Missions (events) for each area. Each Mission has a different set of criteria, which must all be achieved in order to clear that segment.

## AREAS

You earn the right to play a new area when you have defeated the "boss" of the previous area. When the last area has been cleared, you have reclaimed the mountain, saved the world and won the game!

## MISSIONS

*Missions may entail any one of the following:*

Defeating the enemy on the course

Reaching the goal within a specified time

Collecting items along the course

Fulfilling a trick score requirement

Defeating the "boss" of that area

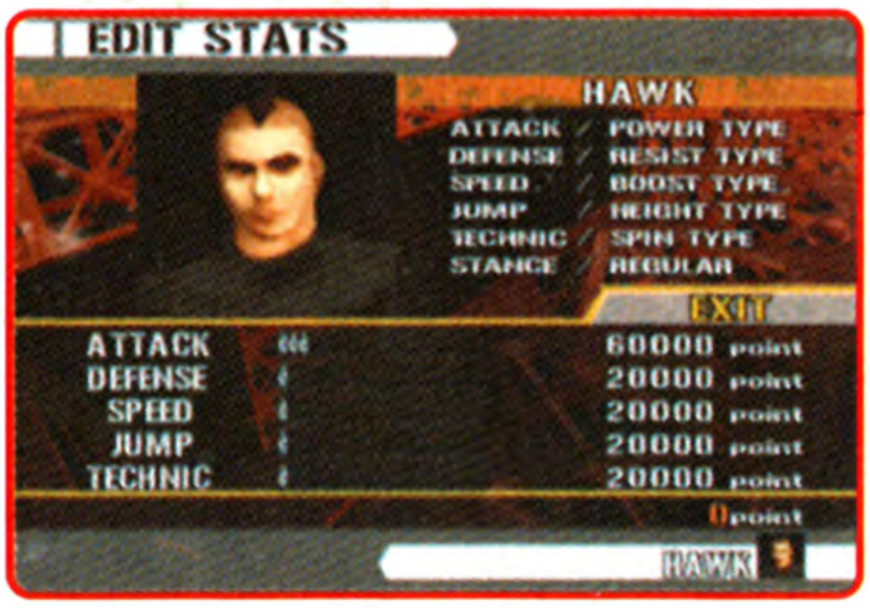
## GEAR SETTINGS

Change your character's gear. Items may be picked up during a Mission. Each of the items affect the character's performance.

**BOARD/JACKET/PANTS/BOOTS/BINDINGS/GOGGLES/BEANIE**
Change clothing and assorted gear.

**FRONT ANGLE/BACK ANGLE/STANCE WIDTH**
Set binding angles and stance width.

# EDIT STATS




Hone your skills by distributing Mission points among the following parameters:

| | | |
|---|---|---|
| **ATTACK** | POWER | Attack strength |
| | AGILITY | Attack speed |
| **DEFENSE** | LIFE | Total health |
| | RESIST | Resistance |
| **SPEED** | TOP SPEED | Maximum speed |
| | BOOST | Acceleration |
| **JUMP** | RANGE | Jump distance |
| | HEIGHT | Jump height |
| **TECHNIQUE** | SPIN | Spin trick ability |
| | RAIL | Rail trick ability |

# MEET THE ENEMY

The enemy is the **BOARDROID,** a creation of a clandestine organization, that is fully equipped with a range of strike and weapon attack capabilities.

## UNDERGROUND PEOPLE

Donning gas masks, they attack in droves. Weakened by sunlight.

## CAGE FREEKZ (CAGE PEOPLE)

The jailers and torturers of Bat Castle. Nothing thrills them more than the pain of others.

## BOOMER

This Boomtown boss carries a chainsaw containing an industrial strength engine. Embodies “evil”.

## SHOGUN

The Samurai-boarder who guards Shogun City with madness and violence. He wields his sword as if he was the grim reaper.

# OPTIONS

**CONTROLLER** Set 1P controller buttons; turn Vibration to ON/OFF.

**SOUND** Set STEREO/MONAURAL and BGM/SE.

See “About Dolby Surround Pro Logic II”, p.15.

**CAMERA** Set Camera Mode during the game.

**DEFAULT** Return all preferences to original settings.

# PAUSE SCREEN

Press the START button during the game to display the Pause Menu.

**RESTART** Play the area over again

**QUIT** Cancel the current game and go to Menu

**OPTIONS** Change various settings

**RESUME** Go back to playing the current game

**MUSIC SELECT** Choose BGM for this Area

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## SAVE/LOAD

Save all game data on a memory card (8MB)(for PlayStation®2).
At least 100KB of memory will be required to save.

Load game data using a memory card (8MB)(for PlayStation®2). You may continue playing a game where the previous saved data left off.

*To use the memory card (8MB) (for PlayStation®2), insert correctly into MEMORY CARD slot 1.*

*Do not turn off the console power or insert/remove the memory card (8MB) (for PlayStation®2) while data is being saved or loaded. Doing so may result in loss of data.*

# ABOUT DOLBY SURROUND PRO LOGIC II

DOLBY SURROUND PRO LOGIC II

This game features Dolby Surround Pro Logic II 5ch surround sound during game play. To take advantage of this surround feature, select "stereo" in the sound mode option, and play back this game on a Dolby Pro Logic II or Dolby Pro Logic decoder. Audio encoded with Dolby Surround Pro Logic II can be played back via either optical cable or standard analog cable, and fully compatible with mono, stereo, and legacy Dolby Surround Pro Logic equipment.

# MEET THE RIDERS

When a stage is cleared, you are joined by fellow pro riders. The pro riders who you have already unlocked are available to play.

## DANNY KASS

**Hometown:** MAMMOTH LAKES, CA
**Birth:** September 21
**Binding Angle:** Front 15 / Back -12
**Width:** 21.5
**Sponsors:** GNU, Dragon, Quiksilver, Grenade Gloves, VANS, Nestea

## PETER LINE

**Hometown:** SEATTLE, WA
**Birth:** August 3
**Binding Angle:** Front 20 / Back -15
**Width:** 20.5
**Sponsors:** Forum, FourSquare, ELECTRIC, Defcon, Armor

## TODD RICHARDS

**Hometown:** ENCINITAS, CA
**Birth:** December 28
**Binding Angle:** Front 28 / Back -8
**Width:** 21.55-22
**Sponsors:** Rossignol, DC Shoes, Quiksilver, Oakley, Nixon, Clive, PREMIER, Boost, Powerade, Protec

## KEVIN JONES

**Hometown:** TRUCKEE, CA
**Birth:** January 23
**Binding Angle:** Front 10 / Back -12
**Width:** 23.5
**Sponsors:** Jeenyus, Billabong, APX Project, Drake, Vonzipper, TSG, Apollo, DVS, Boost

## JP WALKER

**Hometown:** SALT LAKE CITY, UT
**Birth:** October 12
**Binding Angle:** Front 18 / Back -15
**Width:** 21.5
**Sponsors:** Forum, Special Blend, Oakley, Nixon, PREMIER, Defcon

## BJORN LEINES

**Hometown:** SALT LAKE CITY, UT
**Birth:** March 27
**Binding Angle:** Front 18 / Back -9
**Width:** 21.75
**Sponsors:** Forum, Volcom, Oakley, & Celtek

## TINA BASICH

**Hometown:** NEVADA CITY, CA
**Birth:** June 29
**Binding Angle:** Front 17 / Back 0
**Width:** 20
**Sponsors:** SIMS, 241, Airwalk, Smith, Hurley, Nixon, Ally co

## TRAVIS RICE

**Hometown:** Jackson Hole, WY
**Birth:** November 9
**Binding Angle:** Front 17 / Back -5
**Width:** 22.25
**Sponsors:** Rossignol, DC Shoes, Oakley, Grenade Gloves, Blue Bird Wax, Boost

## KELLY CLARK

**Hometown:** Mammoth Lakes, CA
**Birth:** July 26
**Binding Angle:** Front 21 / Back 6
**Width:** 20.5
**Sponsors:** Burton, Oakley, Mount Snow, Malibu Boots

## RIO TAHARA

**Hometown**: TOKYO JPN
**Birth:** September 10
**Binding Angle:** Front 9 / Back -9
**Width:** 21
**Sponsors:** Forum, Special Blend, Arnette, Nixon, PREMIER, GNC

# CREDITS

ALL MUSIC COURTESY OF ROADRUNNER RECORDS

## "Spit It Out"

Performed by Slipknot
Produced by Slipknot
Mixed by Joey Jordison and Sean McMahon
Music and Lyrics by Slipknot
Published by EMI April Music, Inc./Music That Music (ASCAP) (P) 1998 The All Blacks B.V.

## "Rescue Me"

Performed by goneblind
Produced and Mixed by Brett Hestla
Music and Lyrics by John Curry, Mitch Burman, Aristides Rincon and Mark Archer
Published by goneblind Music (BMI)
(P) 2002 The All Blacks B.V.

## "Life To Lifeless"

Performed by Killswitch Engage
Produced by Adam Dutkiewicz
Mixed by Andy Sneap
Lyrics by Jesse Leach
Music by Mike D'Antonio, Adam Dutkiewicz, Tom Gomes, Jesse Leach and Joel Stroezel
Published by 800-Pound Gorilla Music (SESAC) administered by Bicycle Music Company
(P) 2002 The All Blacks B.V.

## "Dead In Hollywood"

Performed by Murderdolls
Produced by Joey Jordison, Co-Produced by Matt Sepanic
Mixed by Matt Sepanic and Joey Jordison
Music and Lyrics by Joey Jordison and Joseph Poole
Published by EMI April Music, Inc./Music That Music (ASCAP) and Wednesday 13
(P) 2002 The All Blacks B.V.

## "Let Go"

**Performed by Chimaira**
**Produced, Engineered and mixed by Mudrock**
**Lyrics by Mark Hunter**
**Music by Mark Hunter, Rob Arnold, Chris Spicuzza, Jason Hager, Jim LaMarca and Andols Herrick**
**Published by R2 Music o/b/o Fritz McGaven Music/ Iz Coo Bro Music/Talib Casio Music/Clevostyle Music/ Hammerpunch Music/Mattsetzer Music (ASCAP)**
**(P) 2001 The All Blacks B.V.**

## "One More Word"

**Performed by 36 Crazyfists**
**Produced and Mixed Eddie Whol, Rob Caggiano and Steve Regina for Scrap 60 Productions**
**Lyrics by Brock Lindow**
**Music by Brock Lindow, Steve Holt, Mick Whitney and Thomas Noonan**
**Published by R2 Music/Fisticuffs Music c/o BMG Songs, Inc. (ASCAP)**
**(P) 2002 The All Blacks B.V.**

## "Get Inside"

**Performed by Stone Sour**
**Produced by Tom Tatman and Stone Sour**
**Mixed by Toby Wright**
**Music and Lyrics by Corey Taylor, James Root, Josh Rand, Shawn Economaki and Joel Ekman**
**Published by EMI April Music/Stone Sour Music (ASCAP)**
**(P) 2002 The All Blacks B.V.**

## "Breathe Machine"

**Performed by Five Pointe O**
**Produced and Mixed by Colin Richardson**
**Music and Lyrics by Daniel Struble, Sharon Grzelinski, Eric Wood, Sean Pavey, Casey Mejia, and Tony Starcevich**
**Published by Five Pointe O Music (ASCAP)**
**(P) 2002 The All Blacks B.V.**

# CREDITS

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BACK GROUND MODELER
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Travis Rice
Todd Richards
Rio Tahara
JP Walker
Kelly Clark
Tina Basich

## Brands

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| Billabong | www.billabong.com |
| Burton | www.burton.com |
| Clive | www.clivebags.com |
| DC Shoes | www.dcshoes.com |
| Dragon | www.dragonoptical.com |
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| Electric | www.electricvisual.com |
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| FourSquare | www.foursquare-outerwear.com |
| GMC | www.gmcsnow.com |
| GNU | www.gnu.com |
| Grenade | www.grenadegloves.com |
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| Nixon | www.nixonnow.com |
| Northwave | www.northwave.com |
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| Rossignol | www.rossignol.com |
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| Two For One Clothing Design | |
| Velvet | www.velveteyewear.com |
| Volcom | www.volcom.com |
| Vans | www.vans.com |
| Vonzipper | www.vonzipper.com |

## Videos

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"Nixon Jibfest: a video documentry"
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**Absinthefilms**
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"General Population"
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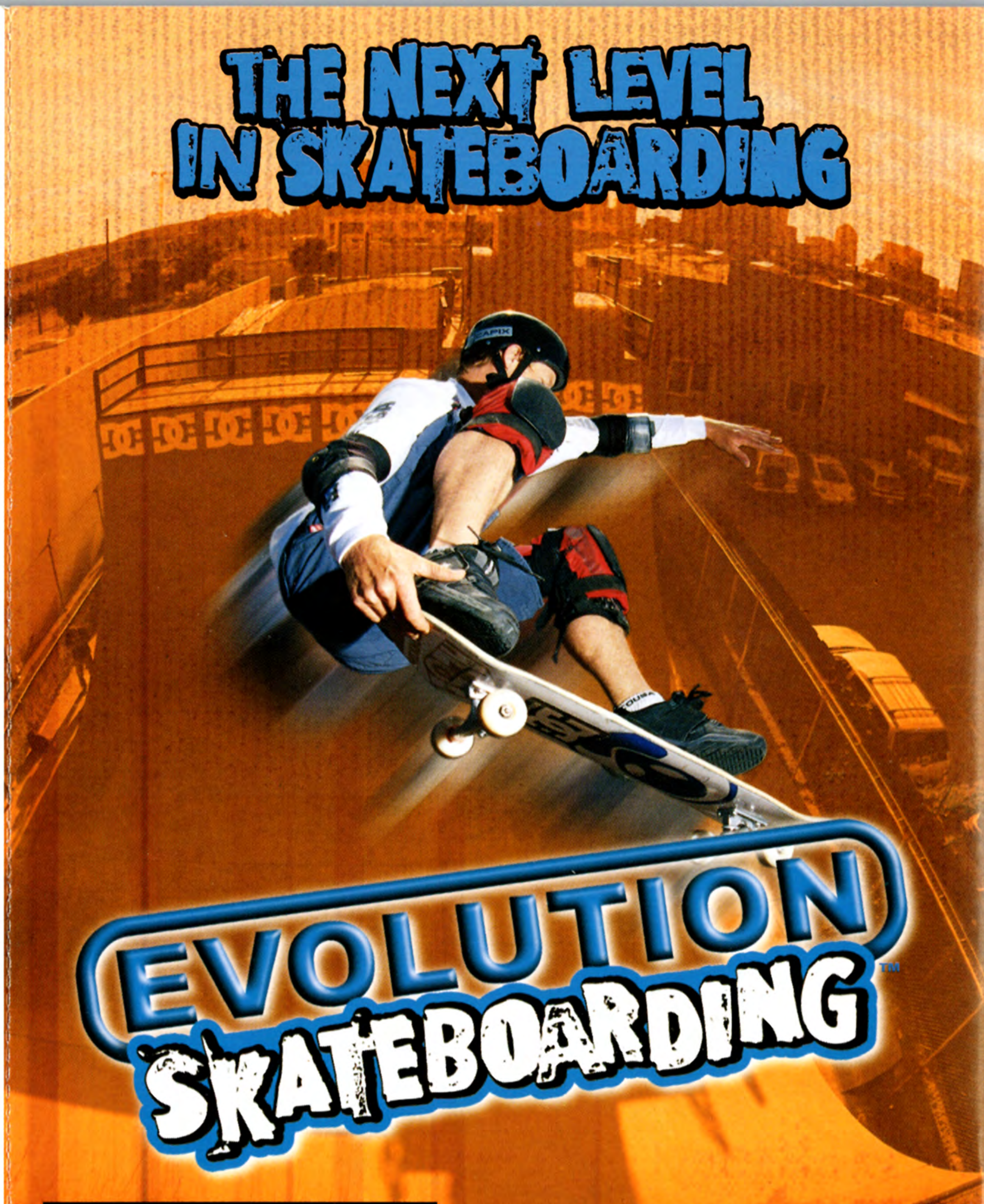
# THE NEXT LEVEL IN SKATEBOARDING



# EVOLUTION™ SKATEBOARDING

| TEEN | |
|---|---|
| CONTENT RATED BY ESRB | Blood<br>Mild Lyrics<br>Mild Violence |

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